The White Tower

a Wheel of Time jumpchain by acheld. 1.3

Based on the Wheel of Time, this jump is focused on you being a member of the White Tower in the years prior to the events of the main story. **Book canon** by default. The default start time is 978 NE, with the birth of Rand al'Thor, but you may choose any earlier time in the New Era to begin. Note that canonical information on events and histories from earlier in the New Era is very limited. You begin as a Aes Sedai newly raised to the shawl, after you have taken your three oaths, or a Warder just bonded to a new Aes Sedai.

The One Power

The one power is a source of energy that can be used to manipulate the universe. It is divided into saidin, the male half, and saidar, the female half, each accessible only by men and women respectively. Those with the ability to use the one power are referred to as channelers. For some, it comes naturally (and often fatally), while others can only ever access it if deliberately taught.

Use of the one power is based on "weaves" of Air, Earth, Fire, Water, Spirit. These weaves are referred to as manipulating the pattern of reality, as spun out by the Wheel of Time. A channeler may be stronger, or weaker, in the one power, and be more skilled, or less skilled, with particular elements or weaves. Use of the one power comes with an addictive stimulating effect. Strong positive feelings, and the endorphins of the rush, make it challenging to master.

Channelers may be cut off permanently from the one power, or Severed. This will generally require opposition significantly stronger than the one being severed, which often takes the form of several channelers linking together. Severing is considered to be a fate worse than death by most channelers, as the loss of the joy and feeling associated with the one power proves to be too much. Most who are severed end up either killing themselves, or wasting away. A few manage to find new purpose, though they never fully leave behind the desire to touch the One Power once again…

The male half of the power, at this point in time, has been deeply corrupted. This taint causes men who use the one power to inevitably go insane, though how long it takes may vary. Men who can channel in this world are generally hunted down and either killed or severed. While it may seem extreme, it is the only way this world has figured out to prevent the wholesale destruction of civilization by insane male channelers, who broke the world once, thousands of years ago. Harsh, but necessary.

The White Tower

The White Tower is, by a large margin, the most powerful organization of channelers currently active, and the only one that is publicly known about. Channelers here are exclusively women, referred to as Aes Sedai. While the influence of the Tower has declined over the years, it is still a vastly formidable organization, with reach across almost all of the Westlands. The White tower is presided over by the Amyrlin Seat, and the Hall of the Tower.

Women who come to the tower to learn, or who are brought there, begin as Novices. Upon passing a series of tests, they become Accepted, then finally Aes Sedai. Each stage takes, on average, ten years, so the time from the beginning of training to "graduation" is roughly two decades though there is a large degree of variability.

Upon attaining the rank of Aes Sedai, channelers swear three binding oaths upon an Oath Rod. These oaths literally *cannot* be broken due to being bound by the One Power. This is not a matter of "if you break them, you die", instead, your body simply will not take the actions that would break the oaths.

The Oaths

First, To speak no word that is not true;

Second, To make no weapon with which one man may kill another;

Third, Never to use the One Power as a weapon except against Darkfriends or Shadowspawn,
or in the last extreme defense of her life, the life of her Warder, or another Aes Sedai

The interpretation of these, however, is quite literal, especially in the first case. An Aes Sedai cannot say things that they believe to be untrue, but that doesn't mean they cannot very effectively lie by omission, or misdirect.

A newly minted Aes Sedai also chooses one of seven Ajahs to become part of, representing different missions and focuses of the Aes Sedai. These are described further under backgrounds.

Warders are men (by tradition) who are bonded to an Aes Sedai. The bond gives the Warder heightened abilities to go without food, water, and rest, and the ability to withstand wounds that would kill ordinary men. They also appear to gain some semblance of the ability channelers have to detect Shadowspawn. Both individuals are able to detect certain emotional and physical states about the other, and they have an unerring ability to locate the others' relative direction and vague distance from their current location. Warders are, in most cases, the closest confidant of their Aes Sedai; friend and protector.

Age & Gender

Choose to be male or female freely. The focus of this jump is the women of the Aes Sedai, so most backgrounds are restricted to women. Men are limited to being a warder, or a false dragon. Age for Aes Sedai backgrounds is 1d8+25 (further modified by power; more below). For warders it's 1d8+20. For false dragons it's 3d8+15. Note that channelers age much more slowly. Warders do not age more slowly, but remain fit until a much later age than average due to the increases in vitality provided by the bond.

Backgrounds

For any "Aes Sedai" background, you begin in the White Tower, having just taken your three oaths and feeling their bindings settle into you. The oath bindings will be broken at the end of the jump (if you don't find some way to do so before then…). All backgrounds are free; any background can be made 'drop-in' at will, in the sense of not having memories or emotions that would affect your core self.

Backgrounds are by default from middle or lower classes (your choice). You can choose to be from upper classes for 100CP, or to be from royalty or the equivalent for 200CP. While very useful in this world, it offers no benefit in future jumps.

Aes Sedai of the Blue Ajah (female only)

Members of the Blue Ajah normally involve themselves with righteous causes and justice, though what constitutes a righteous cause varies a lot by individual. They're adventurers. They are also considered spies of a sort, with very extensive eyes-and-ears networks.

Aes Sedai of the Green Ajah (female only)

Members of the Green Ajah prepare themselves for the last battle against the Dark One, whenever that may be. They are the Battle Ajah, and the ones most frequently in direct combat with shadowspawn. They are also unique in (often) taking more than one Warder.

Aes Sedai of the White Ajah (female only)

The least numerous ajah, the Whites dedicate themselves to the pursuit of philosophy and greater truth.

Aes Sedai of the Brown Ajah (female only)

The Brown Ajah is dedicated to ancient knowledge and research, uncovering the secrets of lost ages..

Aes Sedai of the Yellow Ajah (female only)

The Yellow Ajah are devoted to the healing arts. While many Aes Sedai have healing ability, the Yellows are the greatest among them, and interested in expanding their knowledge of healing weaves. They are not necessarily pacifistic, but would rather heal than harm.

Aes Sedai of the Gray Ajah (female only)

The gray ajah is dedicated to politics and mediation. They are the most likely to be found at foreign courts, acting as advisors to kings and queens, or negotiating treaties.

Aes Sedai of the Red Ajah (female only)

Insular within their own ranks, the Red Ajah is both the largest, and the most isolated. Their primary mission is to hunt down and neutralize men who can channel. Secondarily, they also deal with women who abuse the one power, though that is far less frequent. Red is the only Ajah that never bonds a warder.

Warder (male only)

You have recently been bonded by an Aes Sedai of an Ajah of your choice (other than Red). You may not pick any channeling perks or abilities, but in addition to discounts on Warder perks, you can get non-channeling perks from the Ajah of your chosen Aes Sedai at discount. Further, you do not need to pay any CP for your Aes Sedai to join you as a companion.

The Aes Sedai may be a canon character of appropriate age, or an original character. Regardless, you may 'build' your Aes Sedai using 1000 CP, with no drawbacks permitted for them. A guideline on some of the canon character options is below [to be added later]. Unlike some Aes Sedai / Warder bonds, yours is truly a relationship of equals, and decisions are made from mutual respect.

False Dragon (male only)

You are a male channeler, a wilder whose power awoke in your mid to late teenage years. You survived the channeling sickness that kills three quarters of untrained wilders, and began to master your abilities, unable to resist in spite of the vile corruption that tainted every use of the power. As all male channelers, you are destined to go mad due to the influence of that corruption, though perhaps you can stave it off long enough?

Going fully insane is a loss condition of the jump if you choose this background, but any insanity accrued from channeling is removed at the end of the jump. If you prefer, you may instead elect to *not* have that as a loss condition, in which case the insanity is *not* automatically removed at the end of the jump.

Whether you intended to or not, you have begun to gather followers, a small band of men and women, who have proclaimed you the Dragon Reborn. The White Tower has already heard whispers of your presence, and you can be sure they will be sending sisters of the Aes Sedai to deal with the threat to civilization that you represent. At best, they will seek to bring you before the Amyrlin Seat to be severed from the One Power forever, for they know no other way to protect the world.

The legend of the Dragon Reborn inspires fear and awe in equal measure, for the Dragon is destined to either save the world from the Dark One, or destroy it. Regardless, whatever you believe, you are not he. Even if you convince your followers of that, it will not stop the Aes Sedai, for all male channelers are a danger to the world.

As a male channeler, your strength in the One Power is naturally somewhat higher, on average, than a woman, while your dexterity and ability to deftly weave the threads is naturally a bit lower. You are unable to link with other channelers without the aid of a woman, and good luck finding one willing to help a False Dragon.

Time & Location

Aes Sedai and Warders begin in The White Tower in the city of Tar Valon, north east of the center of the Westlands. False Dragons can begin anywhere in the Westlands. The start date is 978 NE, and this jump is written with that date in mind. But, if you wish, you may start at an earlier date in the New Era.

Now, take these 1000 CP.

One Power Strength

There are two choices you must make regarding the one power. The first is your general strength with it; lower numbered rank is better. Greater strength affects the force of weaves, and also tends to correlate with ease in learning weaves among channelers. For each step on the list past the first, Aes Sedai reduce their starting age by 1, to a minimum of 22 (due to more easily learning the weaves).

Warders do not select any option here. False Dragons will automatically be one step higher on the chart from the rank that they purchase.

- Rank 28 (0 CP) - The average strength level of an Aes Sedai.
- Rank 24 (100 CP)
- Rank 20 (200 CP) - Notably strong among Aes Sedai.
- Rank 16 (300 CP)
- Rank 13 (400 CP) - Among the strongest Aes Sedai known at the time you begin. The strength of Moiraine Damodred.
- Rank 10 (600 CP)
- Rank 8 (800 CP) - The strength of Egwene, Elayne and Aviendha. For your time, an extremely remarkable level of strength.
- Rank 5 (1000 CP)
- Rank 3 (1200 CP) - Nynaeve al'Meara, the strongest channeler known to the Aes Sedai in a thousand years.
- Rank 1 (1500 CP) - Semirhage and Lanfear, members of the forsaken. The strongest possible female channeling.
- Rank ++3 (N/A) - This level of strength in the One Power is not achievable by a woman unaided. This is the strength of the forsaken, Asmodean and Balthamel. The Dragon himself will be much stronger still.

It should be noted that while strength is absolutely important, having the highest strength by no means guarantees you victory. While a rank 45 could *never* win against Rank 1, there are many examples of channelers winning in conflicts with those of higher channeling strength than them. Skill with weaves, affinities, talents and, of course, tactics are all important considerations. That's not even to get into allies.

Affinities & Weaves

The One Power is used based on weaves of five aspects: Air, Earth, Fire, Water, Spirit. Most channelers have an affinity for two or three of them, finding weaves of that aspect easier to use and more potent. Men more commonly have affinities to Earth and Fire, while women more commonly have affinities for Water and Air, but that is not an absolute rule. Affinities allow one to be more skillful in the use of that type of weave. You are more likely to discover new (or lost) weaves which rely upon those aspects. If you have an affinity for all of the elements of a weave, that weave is easier for you. If you have affinities with none of the elements of a weave, the weave is more difficult.

If you chose Aes Sedai or False Dragon as a background, choose any two aspects of the five to have an affinity for. At least one of the two must be Water or Air, for Aes Sedai. At least one must be earth or fire, for a False Dragon.

You may make additional picks of affinities for 100 CP each.

The One Power is fairly flexible in the use of the weaves. In terms of the most basic effects of the weaves, most things that you can imagine being done with one of the elements (air, earth, fire, water) can be accomplished with sufficient power. Beyond that, specific combinations of weaves can be used to accomplish a large number of very esoteric effects. Some of these include compulsion, traveling (by gateway), bonding, eavesdropping, warding, stunning, shielding (the magic of others), masking the power, controlling insects, and healing. A more complete list is here, but even that is only a subset of what is theoretically possible. The Aes Sedai of the time you are in know only a small number of those weaves.

To complicate things further, certain weaves can only be done, or only be done well, with an inherent *talent* for that kind of weave. For the most common example, healing is something that can only be done well by a subset of channelers. It seems either you have the knack for it, or you don't, and that knack may vary in strength. If a talent/associated weaves are not mentioned in this document, then you can generally assume that you do not need a talent to do that weave.

Now, gain an **additional** +300 CP that can only be used after this point in the document.

Talents

Talents are rare, or at least uncommon, abilities among channelers (and some non-channelers) that grant a variety of abilities. The connection between weaves and talents is somewhat complex: Where most 'weaves' are analogous to spells, and thus learnable by anyone with the raw power to use them, some weaves are gated behind certain talents. For example, while manipulating the weather is done with a weave, only those with the Cloud Dancing talent are very effective at it.

Some talents, including the aforementioned Cloud Dancing, are possible to cultivate, and such is done by certain cultures. This is true of at least Cloud Dancing and Dreamwalking (neither of which is 'cultivated' by the Aes Sedai). This cultivation is not an easy or fast process, nor is it guaranteed to be successful, nor are those for whom it is successful guaranteed to be any good at it. The only way to ensure skill at that talent is to purchase it below.

Some talents are found under a background related to that talent. Healing, for instance, is found under the Yellow Ajah. The rest of the talents, associated with no particular Ajah, are found below.

Non-Weaving Talents

Ta'veren Sight (100 CP) - You are able to see when someone is Ta'veren, an individual whom the Pattern is written around, and who influences every path that they touch. In future jumps, you can see the relative "importance" of individuals to the overall 'narrative'.

Foretelling (100 CP) - You can occasionally tell the future with unerring accuracy, if not always great clarity. Foretellings are generally not under your control, and usually related to great events or moments of fate. Sometimes you do not remember the foretelling yourself.

Dreaming (200 CP) - Dreaming will grant you regular prophetic dreams about possible futures you may have, though it requires practice to interpret them. This differs from Foretelling as it is more directed in its use, and more personal in predictions.

Dreamwalking (300 CP) - Not to be confused with Dreaming, you have the ability to enter Tel'aran'rhiod at will, and influence things therein. In future jumps, this gives you the ability to enter parallel, "dream-like" worlds much more easily, and to have more control over them. If such a world does not exist, then this perk creates one of similar properties to the one of The Wheel of Time. This is an extremely rare ability in Aes Sedai; you would be the first to have it in hundreds of years, though there are other channelers in the world that have this ability. An experienced dreamwalker can enter the dreams of others, but it is extremely dangerous.

Ter'angreal Reading (300 CP) - Ter'angreal are any of a wide variety of devices created by the one power to perform specific functions. Most date from the Age of Legends, and little is known about the function of most, that knowledge being lost during the Breaking of the world. This rare talent will allow you to determine the basic functions of a ter'angreal with limited examination, a talent nigh unheard of in the history of Aes Sedai. In other worlds, it will aid in the determination of the function of any magical item.

Aura Viewing (400 CP) - You have an ability identical to Min Farshaw, seeing images around people which tell you about their present and future. You cannot always interpret everything, but with practice you will always be able to extract something useful (either to the person or yourself) from the images.

Weaving Talents (These require channeling to get full use out of)

Fast Learning (100 CP; can purchase twice) - You have the talent of picking up weaves very quickly. If purchased once, you can use a weave after seeing it in action at close range a few times, or being directly taught it once. If purchased twice, once you see a weave used even once you can duplicate it perfectly (assuming you have the necessary power/talent). For each rank, reduce your starting age by 1 for channelers. This also affects the learning of other magics. The more similar the magic is to Channeling, the greater the effect.

Unweaving (100 CP) - Unweaving in the practice of removing the remnants of weaves after they have finished, so that no trace of them may be detected by those with the ability to detect such. In theory, anyone can learn to do this with a teacher. In practice, it is not a skill known by the White Tower. This purchase will give you the inherent knowledge of how to do so, and ensure that you can do so safely (it is usually considered very dangerous). Further, it will increase your ability to unravel the tied-off weaves of other channelers. Gives a boost to "undoing" the magic of other magic systems.

Cloud Dancing (100 CP) - You have the talent to use the One Power to effectively change the weather in your immediate area, though with sufficient power this may affect the weather for a broader region. Also boosts other forms of weather influence.

Delving (100 CP) - This is the talent to use weaves to "examine" someone for injuries, poisons, illnesses and, for the very adept, weaves that may be affecting them (such as compulsion). Anyone can learn very basic delving, but with this talent you will be extremely skilled, able to detect whatever weaves may be affecting a target.

Compulsion (200 CP) - Compulsion weaves can be used without this talent, but they are not known by many. This talent makes you very skilled at their use, and gives you the instinct to know how to do them from the start. Also boosts other forms of compulsion/control magic.

Aligning The Matrix (200 CP) - This talent is necessary for the creation of power-forged weapons (e.g., magic swords). Purchasing the talent means that you will also quickly discover the necessary weaves. However, the Oaths of the Aes Sedai will prevent you from using this ability, for so long as you remain bound by them. This also gives a boost to other forms of magic weapon creation.

Balefire (200 CP) - This is not technically a talent at all, but rather a weave that can be used by anyone with sufficient power. Balefire is, perhaps, the most dangerous of all weaves, and forbidden to even *learn* by the White Tower, its secrets destroyed or hidden. This weave can be used to erase a target from the pattern itself. Further, their thread in the pattern is burned out backward through time, effectively *undoing* the things that target has done for the past seconds, minutes, or even hours with sufficient power. Those who witnessed the original events will still remember them happening, even if the physical effects are undone. Use of this weave, however, risks the pattern itself. Reality is strained, and holes in reality itself can be created, sometimes spreading to great devastation. Taking this option will mean that you start with knowledge of the weave, and the ability to use it. Additionally, you'll have a somewhat greater safety margin in using the weave without risking reality itself.

Traveling (300 CP) - While the weaves to open gateways can, in theory, be used by anyone, in practice the power required to do so without an appropriate talent is very high. In addition, the weaves to do this have been lost since the Age of Legends. With this talent you are guaranteed to "rediscover" both Skimming and Traveling, and be able to open gateways with extreme efficiency, a weave the strategic importance of which cannot be understated. The effectiveness of the traveling weave, interestingly, is based more on familiarity of the location you are traveling *from*, than *to*. This also grants an increase in efficacy of other forms of teleportation or traveling magic.

Ter'angreal Crafting (400 CP) - You have the ability to craft ter'angreal, either by copying an existing ter'angreal that you understand the function of (easier), or creating a new one entirely. This requires power expenditure commensurate with the power of the item, though the expenditure is done over time. This talent is basically unheard of in this day and age. In other contexts, this grants a boost to other forms of non-weapon magic item creation.

Cuendillar Crafting (400 CP) - You have the rediscovered talent to create cuendillar, making existing objects indestructible, including by the One Power. The only thing known to harm cuendillar objects is the True Power, originating from the Dark One himself. No one has created cuendillar since the Age of Legends, and the possible applications to weapons, armor, and more are immensely important.

Blue Ajah

Eyes-And-Ears (100 CP; free for Blue Ajah) - You have a budding network of eyes and ears in the world that will expand at a fast pace if properly nurtured. Your informants will never deliberately feed you false information, but there's no guarantee that they know what you want. In other jumps, these benefits apply, and you find it much easier to form such networks and scope out who you can bring into them.

The Truth You Hear (200 CP; discounted for Blue Ajah) - You are a master of lying without actually lying. Omission, misdirection, half-truths and distractions are your tools. You can lie as effectively as if you actually *were* lying, and this extends to supernatural methods of lie detection as well. As long as you're not *technically* lying, things that would normally detect, say, lies of omission will simply not work on you.

Ta'veren of Secrets (400 CP; discounted for Blue Ajah) - You are ta'veren of a very particular sort. The pattern tends to arrange things so that you come into possession of secrets of weighty importance. This will not, for example, help you figure out who is having an affair with who, but you'll end up in the right place at the right time to hear a prophecy that no one else hears, or the confession of a king dying on a battlefield.

A Righteous Cause (600 CP; discounted for Blue Ajah) - You are driven by the pursuit of righteous causes. When in the direct pursuit of a cause that you truly believe is righteous, and would be willing to die for the completion of, you find your steps surer, your channeling stronger. Your effective channeling strength is one step higher on the chart above, your skill in combat commensurately higher as well. You are able to go longer without rest, endure more pain and weariness, to the same extent as a Warder. With practice, you can gain equivalent moderate increases in any and all of your abilities when used in the pursuit of such a cause.

Green Ajah

A Cool Head (100 CP; free for Green Ajah) - You are unfazed by life-threatening danger, able to act at peak capacity even when others would be freaking out. In combat, you are a bastion of calm, influencing others around you to follow your lead.

Made For Conflict (200 CP; discounted for Green Ajah) - Your being, your mind, your magic, are honed for battle. Sometimes at the expense of other things. Your strength in the One Power is one step higher on the above chart (capped at Rank 1) when used in a combat situation, or when your life is immediately threatened, and one step lower at other times. You can pick and choose to apply this balance to other forms of magic from other settings, but once applied to one form of magic, the choice is permanent.

Ta'veren of Battle (400 CP; discounted for Green Ajah) - You are ta'veren of a very particular sort. The pattern tends to arrange things so that you are drawn to battles of great importance in the world, and if you act as a commander, you will have significant influence causing those battles to favor your side. This is not an automatic win, but can turn two-to-one odds into a coin flip.

Tarmon Gai'don Comes (600 CP; discounted for Green Ajah) - You stand ready to face the last battle, when the forces of Light and Dark will meet. This is what you live for, and may die for. In any apocalyptic or world-shaking conflict, you will be a symbol of your side of the conflict, inspiring everyone to new heights. Even in the worst case, you are destined to fight to the last. If your side does not win, you will be the last one standing, dealing death unto the enemy until the very end. Further, your very will and presence influences the narrative arc of whatever world you are in. If you wish, events will tend to move toward a final, apocalyptic conflict to decide the fate of the world. Even if that doesn't really make sense.

White Ajah

Serenity (100 CP; free for White Ajah) - Unless you wish to allow yourself to be, your decision-making, and reasoning, is not swayed by mundane emotional considerations. You can detach yourself from any situation that you must judge impartially, and others will have a tendency to recognize this. The exception to this ability is the adrenaline and fear that come with life threatening situations; that is the purview of the Green Ajah.

Cool Efficiency (200 CP; discounted for White Ajah) - You are coolly efficient at most tasks, able to perform them without excessive action. This is most noticeable in your Weaving of the One Power. This does not make you more powerful, but your weaves are done tightly and efficiently, meaning that you use the least energy possible. In practice, this has no effect on what the most powerful weave you can do is, but you can do half again as many weaves before becoming exhausted.

Ta'veren of Logic (400 CP; discounted for White Ajah) - You are ta'veren of a very particular sort. The pattern tends to arrange for you to often be in the right place at the right time to provide a logical solution to an important problem. These will usually be problems that you want to provide a solution to, but may otherwise not have had the opportunity to be heard on the matter. Perhaps you'll overhear an important person muttering about the problem in a tavern, for example.

First Reasoner (600 CP; discounted for White Ajah) - You are unparalleled among your peers for your ability to calmly reason, to consider all options, and to reach plausible conclusions with lightning fast efficiency. You are unfettered by social norms in your reasoning, swiftly cutting a path to the most efficient solution. Out of context problems are, for you, an inconvenience of seconds, as you factor them into your plans and considerations nigh instantaneously. What's more, you are able to convey your logical reasoning clearly to others, and in such a way as to greatly weaken any objections they might have on the grounds of things like social convention, emotional considerations, or even morality.

Brown Ajah

Ready to Research (100 CP; free for Brown Ajah) - Even when confronted with unfamiliar records or information storage systems, you have an intuitive sense of how things are organized, and where to begin your search for relevant information. This will greatly reduce the time it takes you to research answers of fact, in any context.

Treasure Trove - This is not a perk. As a member of the Brown Ajah, your research into the vaults and archives of The White Tower, you have uncovered a few items that you've been able to keep access to, whether with approval or not. The Brown Ajah background receives +100 CP when they spend at least 200CP on items. This bonus CP can only be received once.

Ta'veren of Knowledge (400 CP; discounted for Brown Ajah) - You are ta'veren of a very particular sort. The pattern tends to arrange for you to uncover hidden information in archives, or buried knowledge, at exactly the time you, or someone you are supporting, most need it.

Lockbox of the Mind (600 CP; discounted for Brown Ajah) - Every fact, every historical detail, every name or description, every battle, every location, every treaty, and every quotation that you have ever read about, or researched, is available at your fingertips in an instant. When confronted with a question, you are immediately able to draw upon any and all relevant information stored in your mind to inform the answer to that question. In regards to weaves, you are able to perfectly retain any and all methods of performing a weave once you have successfully learned it. This does not help you learn them faster, but there is never any degradation of memory. This applies to other forms of magic as well.

Yellow Ajah

A Talent For Healing (100 CP; free for Yellow Ajah) - You have the Talent to use the One Power to heal people. This Talent is necessary for any real healing competence. Every member of the Yellow Ajah has it, but it is not restricted to the Yellow Ajah. This perk also gives a boost to your skill with other forms of healing ability that you may have.

Master of Healing (200 CP; discounted for Yellow Ajah) - When it comes to healing weaves, your effective rank in the one power is one step higher in the listings above, to a maximum of rank 1, and you are considered to have an affinity for all elements. This perk also gives a boost to the power of other forms of healing ability that you may have.

Ta'veren of Healing (400 CP; discounted for Yellow Ajah) - You are a ta'veren of a very particular sort. The pattern tends to arrange things so that you are often in the right place, at the right time, to heal someone who desperately needs it. Often it will end there, but a significant portion of the time the individual will be important to the pattern, or your own goals, in some way.

Short of Death (600 CP; discounted for Yellow Ajah) - You have an extraordinary ability to discover new forms of healing weaves, never seen since the age of legends. The healing of insanity, the restoration of a severed channeler's ability, anything short of death will, in time, be yours to rectify. These are arts thought lost for thousands of years; and your recreation of them will be nothing short of miraculous.

Gray Ajah

Tongue of Steel and Velvet (100 CP; free for Gray Ajah) - You are extremely skilled at speaking forcefully without crossing the line into offensive. You have an intuitive sense as to where the 'line' is, and are even able to push slightly past it without causing a diplomatic incident, or a breakdown in relations.

Let's Just Take A Moment (200 CP; discounted for Gray Ajah) - For anything short of a heated battle between mortal foes, you can almost always get all sides involved to take a step back, take a deep breath, and listen to you with an open mind, at least for a moment.

Ta'veren of Diplomacy (400 CP; discounted for Gray Ajah) - You are a ta'veren of a very particular sort. The pattern tends to arrange things so that you are often in the right place, at the right time, to mediate a dispute or find a mutually beneficial arrangement for two or more parties, which may include yourself. This can range from a bar-room brawl to a conflict between emperors. In any case, your mediation will not go unappreciated, in the end.

Master of Linking (600 CP; discounted for Gray Ajah) - You have a unique talent that is a reflection of a soul focused on diplomacy and harmony. When linking with other channelers, you do not suffer any inefficiency, or loss of cumulative power, that would normally form from the link. Further, the affinities and talents of all members of the link lend themselves to what the leader of the circle is able to accomplish. Finally, there are no gender restrictions or limitations on who can link together. This perk also enhances the combination of powers in any other system of magic that would normally allow it, and allows weaker linking effects in magic systems that normally would not.

Red Ajah

Bitch On Wheels (100 CP; free for Red Ajah) - The Red Ajah, typically, are misandrists, who shun contact with men, and generally don't form close friendships with women outside their own Ajah, either. You are not bound to follow this, but you can leverage the reputation of the Red Ajah effectively, even when someone has never heard of them. When desired, you can project an image of "don't mess with this bitch/bastard", and people will usually find it easier to give you what you want, as long as what you want is not too precious to them.

Residual Readings (200 CP; discounted for Red Ajah) - You have an uncommon talent allowing you to detect and read the residues of all forms of magic. Thus, you can detect the passage of the use of saidin, the male half of the One Power, even when most Aes Sedai could not.

Ta'veren of Opposition (400 CP; discounted for Red Ajah) - You are a ta'veren of a very particular sort. The pattern tends to arrange things so that you are often in the right place, at the right time, to stop or oppose someone who would abuse their magical power in a way that you would want to stop. These actions will usually be greatly appreciated by those who you 'save'.

Master of Shielding (600 CP; discounted for Red Ajah) - You have an extraordinarily rare talent for shielding, so that your shields bend, rather than break, in the face of those trying to escape them. This does not guarantee you can *place* a shield on any target who is actively channeling, but once placed, your shields can hold those much, much more powerful than you indefinitely. For context, the least powerful of the Aes Sedai could, with this ability, maintain a shield on one of the Forsaken (though not necessarily any number of them at once). This enhances your ability to block magic in other forms of magic as well.

Warder

Warders receive discounts on their own perks (below), as well as discounts on whichever Ajah they are bonded to (any but red).

A Better Bond (100 CP; free for Warder) - You receive the benefits of the Aes Sedai/Warder bond, with none of the potential negatives. The benefits of the bond were described earlier in the document, but two consequences were left out. One, a warder will normally go suicidally vengeful if their bonded Aes Sedai dies. In your case, you will feel the grief, but maintain mastery of yourself. Two, while very, very rarely used (most Aes Sedai never do this), an Aes Sedai *can* use their bond to compel their Warder to obey commands against their will. In your case, if your bonded Aes Sedai attempts to compel you, you will know they are trying to do so, but will not be compelled.

Blademaster (200 CP; discounted for Warder) - All warders are, by nature of their training, excellent warriors and bodyguards. This perk makes you the cream of the crop among even warders, unmatched by any other single man among their number, and usually able to take on several foes at once.

Ta'veren of Guardianship (400 CP; discounted for Warder) - You are a ta'veren of a very particular sort. The pattern tends to arrange things so that you are often in the right place, at the right time, to save someone from violence or an attack. Often these people will be important to the pattern in ways that you would approve of, and their gratitude can usually be leveraged into some a favor or friendship.

Wolfbrother (600 CP; discounted for Warder) - You are an awakened Wolfbrother, a very rare power. Little is known about the history of this power, except that it is older than the One Power, predating even the Age of Legends. This grants a large number of potential abilities that will grow over time, including psychic communication over distances, enhanced senses, including being able to smell things that do not actually have odors, such as emotions, prophetic dreams, and the ability to enter and manipulate Tel'Aran'Rhiod. Unlike most Wolfbrothers, you may choose to conceal your golden eyes so as to not be easily spotted. This is not an ability exclusive to men, but no female wolfbrothers are known at present.

In the tower, you may hear whispers of Elyas Machera, a warder who fled the tower rather than be 'studied' by the Red Ajah for his golden eyes. If you seek a teacher about your abilities, he may be worth seeking out.

Combining this perk with Dreamwalker will give you the potential to be the greatest user of tel'aran'rhiod in the world.

False Dragon

Commanding Presence (100 CP; free for False Dragon) - You have a naturally charismatic bearing, such that people are much more willing to follow you than they otherwise would be. This is not mind control; there will still be many who resist your banner, and most will not go against their core values.

Strength of Self (200 CP; discounted for False Dragon) - You have a stronger ability than most to resist corruption and insanity, especially that of the corruption of the One Power. This will not leave you unaffected by the madness, but with this alone you are sure to not fully lose your mind within the ten years you are here. This also aids in resistance against any form of corruption, insanity, or mental assault against your core identity.

Ta'veren of Leadership (400 CP; discounted for False Dragon) - You are a ta'veren of a very particular sort. The pattern tends to arrange things so that you are often in the right place, at the right time, to prove yourself a capable commander, a leader, or king. Those who you would wish to see flock to your banner are often convenient witnesses to a great act of heroism, or a rousing speech, or a show of power.

Your Own Apprentice (600 CP; discounted for False Dragon) - You are a wilder, and thus have no formal training, having had to figure out how to channel on your own. Even if there was a willing woman, a user of saidar cannot teach a user of saidin. Fortunately, you have an incredible instinct for figuring out new weaves and how to create certain effects with the One Power.

This is NOT by itself a path to recreating every lost weave of the Age of Legends, but with focus you can certainly recreate at least some of those legendary effects, along with figuring out all the basic weaves with ease. This perk also aids with self-teaching for other forms of magic.

Items

Aes Sedai Ring/Shawl (free for Aes Sedai) - A Great-Serpent ring, and the Shawl of your Ajah. Shows your foes who they are dealing with.

Warder Cloak (100 CP; free for warders) - A color-shifting cloak, the material of which perfectly shifts to match its surroundings, granting the next best thing to an invisibility cloak.

Power Forged Blade (200 CP; discounted for Warders) - A melee weapon of choice, dating to the Age of Legends. The One Power was used to align its molecular structure to make it incredibly sharp and unbreakable by mundane means. It will never dull or rust. This particular example is immune to all forms of damage.

Sleepweaver (100 CP) - A relatively common ter'angreal, used to enter the world of dreams while sleeping. The one relying on the sleepweaver, though, will still be notably weaker in tel'aran'rhiod than a real dreamwalker.

Detection Ter'angreal (100 CP) - This either: one, tells you who within 40 feet that you can see is a channeler or potential channeler; two, detects the use of the one power within 1000 feet, along with direction and distance. Works on inherent magic users of other settings as well. You may buy it twice for both effects.

Charm of Armor (200 CP) - This ter'angreal protects you against physical blows, diffusing the force over the surface of your entire body.

Well (200 CP) - A ter'angreal that allows you to store a small amount of power, enough to do a few of your 'best' weaves. Significantly, you can access this power even when shielded, or in an area where you are cut off from the One Power. You can use this particular Well to store other forms of magic energy, instead.

Angreal (300 CP) - This small object will allow a channeler to amplify their strength in the one power when it is channeled through. Note that boosting power with angreal does not include the secondary effects associated with greater strength in the power, such as lifespan and learning speed. For a specific effect, consider it to increase your power ranking on the One Power Strength chart earlier in the document by the equivalent of 500 CP. Angreal can be obtained in-world, though they are zealously coveted. This particular one, however, can boost other forms of magic, which is not true of in-world angreal.

Dissipation Ter'angreal (500 CP) - Any weaves of the one power that strike the one in possession of this ter'angreal dissipate, leaving the individual immune to direct harm by the one power. None are currently known of in-setting to the Aes Sedai. This has a lesser effect on other forms of magic, at the least significantly weakening magic that targets the holder.

Paralis-Net (special) - You have a Paralis-net, which has a wide variety of angreal and ter'angreal. Choose at least three options from the above six to combine into your paralis-net. For every 300 CP in the base cost of your choices, the total cost is reduced by 100 CP.

Fancloth Weaver (200 CP) - A copy of the ter'angreal, guarded by the White Tower, that creates the cloth of the cloaks that warders wear.

The White Rod (600 CP) - An immensely powerful sa'angreal used to amplify the strength of a channeler. For women, this seems to be a copy of Vora's sa'angreal. For men, it seems to be a copy of Sakarnen, though it is of the same power as the White Rod. Unlike the in-world version, this amplifies other forms of magic as well, though to a lesser degree. The exact limits of this device are unclear, but canonically a Rank 8 channeler was able to force one of the most powerful channelers in the world to flee from her (until he obtained his own sa'angreal). Note that it is possible to draw upon too much power when using this, so care must be taken.

Oath Rod (200 CP) - A copy of the ter'angreal Oath Rod used by the White Tower. An oath swore on it by a channeler cannot be broken, unless the oath rod is used again to remove the binding of that oath. Unlike the original copy of the Oath Rod, this does not reduce the extended lifespan of a channeler unless you wish it to.

Seed (400 CP) - A ter'angreal that can create angreal through vast uses of the one power over time. None are currently known of in-setting.

The White Tower (300 CP, or 800 CP; may not be purchased by companions) - An incredible bone-white spire tower six hundred feet high, a copy of The White Tower. For 300 CP, you get the tower itself and surrounding grounds, furnished and self-maintaining. The stone work is without peer, flowing in beautiful patterns. No angreal or ter'angreal are included. This version can be an add-on to a warehouse, or imported into future settings.

For 800 CP, you may import a variant of the White Tower building and *organization* into any and all future jumps, including hundreds of Aes Sedai who operate out of it. You make this choice separately for each jump. For future jumps, there is no corruption on the male half of the power, there is no Black Ajah, and it is up to you whether the organization includes both genders, or just one. The Red Ajah is likely to either not exist, or have a very different purpose.

The organization is integrated as naturally as possible into the world. They have the same collection of ter'angreal and angreal as the White Tower, minus any that you take/steal/acquire from this jump or any future jumps. If you were a member of the White Tower in good standing at the end of the last jump the White Tower organization appeared in, then you are a member in good standing for the new instance. You do not retain any leadership roles, and the individual people are different from world to world (unless you specifically bring them along with you as companions or followers).

With the 800 CP purchase, you may also have the 300CP version add-on, as a bonus.

Companions

Between you and any companions you import, only one individual may choose the False Dragon origin.

- Import a single companion with 300CP for a cost of 50 CP,
- Import **up to** three companions with 300CP each for a cost of 100CP,
- Import **up to** six companions with 300CP each for a cost of 150CP,
- Import **up to** ten companions with 300CP each for a cost of 200CP.

You may pay the cost one additional time to double the CP that companions receive; you could do this for a subset of companions if you choose. If you have a truly astounding number of companions, you can consider the pattern to continue (15 companions for the next step, then 21, then 28, etc.). They do receive free items associated with their background, and may buy items that are primarily for their own use, or shared items they will be one of the primary users of, unless otherwise noted.

Companions DO receive the +300 CP that cannot be spent on one power strength or affinities. They may benefit from some drawbacks.

When leaving this jump, if you are an Aes Sedai, you may take an OC Warder with you as a companion for free, built with 1000 base CP. Similarly, if you are a Warder, you may take an OC Aes Sedai with you for free. If you are a False Dragon, you may take an OC Warder for free *if* you figure out the bonding weave, and use it on them.

Anyone can also get additional OC companions for 100 CP each. OC companions (of any sort) cannot choose drawbacks, but *do* get the +300CP bonus that other builds get.

Canon characters can join you as companions if convinced of their own free will, at a cost of 100 CP each.

Drawbacks

You can receive a maximum of +600 CP from drawbacks, from any number of choices. Companions can benefit from personal drawbacks, but can only receive up to +300 CP.

Gender-Bender (+0 CP) - Everything about the male/female divide in this world is switched. The White Tower is composed of male channelers, and the women are destined to go mad. Women are the naturally more powerful channelers, and predisposed to fire and earth. The Dragon Reborn is a woman, along with all False Dragons. The only exception to the gender bender is that you may decide whether Warders are now exclusively women, or whether they include both genders.

Until the End (+0 CP; must start in 978 NE) - Your time in this world is now extended until the end of Tarmon Gai'don, the "last battle" against the Dark One, canonically 1000 NE, plus optionally up to an additional ten years after that. The Dark One lies outside of the pattern, and is not a physical being that can be destroyed by force. Canonically only the dragon, Rand al'Thor, can ensure that he is sealed away once again. If the Dark One is not dealt with, the world is doomed.

Show Canon (+0 CP) - Have the wheel of time television show canon if you wish. It's up to you to determine what that actually means.

Accepted (+100 CP; Ajah backgrounds only) - You have only recently been raised to Accepted in the White Tower. The average time from being Accepted to being full Aes Sedai is six years. Your training is significantly lesser than a full Aes Sedai, and you may not start with a Warder. (Bonding a Warder as an Accepted is not permitted by tower rules, though it's not actually impossible).

Unmasked Wolfbrother (+100 CP; requires Wolfbrother) - You do not have the ability to conceal the burnished golden eyes that come with your wolfbrother power, so you will be the target of many suspicious or hateful people, including many Aes Sedai. Don't plan on sticking around the White Tower, unless you can take the whole place on.

Premature Enunciation (+100 CP; False Dragon only) - Your jump begins with you, at the center of a crowded city square, up on a platform, having just proclaimed yourself the Dragon Reborn. The crowd is not amused, and none of them, not one, is jumping to follow you. Good luck getting out of that mess, given lynching is the most common response to male channelers. For the next month, none of your perks or abilities (including those from this jump) that would help convince others to follow you, or give them a greater impression of you, functions.

Smoothing Skirts (+100 CP) - For the duration of the jump, you will be compelled to conform to gender stereotypes that exist within the world to an extreme degree. For women this includes things like constantly smoothing your skirts, crossing your arms under your breasts, and finding the actions of men mysterious (even if you were a man prior to this jump!) Men will find the personal/social behavior of women completely incomprehensible at all times, be compelled to do stupid things to impress women now and then, and assume that other men understand women better than you do. Both sexes will fundamentally assume that all members of the other sex are somehow the same, and driven by the same basic principles (which yet remain mysterious!). There is also a general increase in your stubbornness when dealing with the opposite sex.

Novice (+200 CP; requires Ajah background. Cannot be taken with Black Ajah, or Exiled, or Accepted) - You start as a Novice, newly accepted to the White Tower. In addition to meaning that you'll likely spend most/all of your jump in training, expect to spend a lot of your time scrubbing pots and doing other lowly activities. Any attempt to escape this discipline, or your training, will fail, and no matter how skilled you are you will spend at least the first three years as a Novice.

Black Ajah (+200 CP; requires Ajah background, must start in 978 NE) - You have sworn yourself, either willingly or not, to the service of the Dark One. You are no longer bound by the three oaths of the Aes Sedai, but are bound by far worse oaths, forcing you to the service of the Dark. These oaths, centered around serving the Dark One, and following the chain of command, cannot be broken or disobeyed. At

least at the start, you are the lowest ranking darkfriend in your chain of command. If you are not very adept at hiding your gifts, Ba'alzamon may take direct interest in you…

There Is No Black Ajah (+200 CP or +300 CP; incompatible with Black Ajah drawback; must start in 978 NE) - Darkfriends are everywhere in the world, the black ajah rots the White Tower from the inside… but as far as you're concerned, it's all fine and dandy. Without very direct and clear evidence, you cannot accept that someone might be a darkfriend, nor will you believe those who tell you so. For the +300 CP option, even direct evidence is not enough. In this case, you simply do not believe that anyone serves the Dark One, other than shadowspawn.

Exiled (+200 CP; no False Dragon background) - You were raised to Aes Sedai a year ago, and in that time committed a serious offense. Not enough to earn you severing, but enough to see you banished from the White Tower forever. Other Aes Sedai will not regard you as an ally, and you have no access to the practically limitless funding of the tower. Your exile will not be ended for anything short of saving the tower itself, but that does not mean you cannot win back the trust of particular Aes Sedai. If you are a Warder, then you were exiled without ever being bonded to an Aes Sedai in the first place. You do not get the 'free' Aes Sedai companion option.

The Eyeless (+200 CP) - Shadowspawn think you smell just dandy, can sense you for miles around, and will seek you out, feeling that you are a threat to The Great Lord. This will primarily be Myrddraal with accompanying Trollocs, and the occasional Draghkar. However, if you seclude yourself in the tower to hide from these foes, it may escalate to include gray men, and darkhounds.

The Wheel Has Use of You (+200 CP; must start in 978 NE) - The Wheel Weaves as the Wheel Wills, and it wills you to a certain end. This does not make you ta'veren, but (much like Moiraine Sedai), your life is largely no longer your own for this jump, as you are caught up in the current of fate and compelled to play a hand in the events to come. This does not remove your free will to act, but it does mean that you will be unable to peacefully operate off stage, or withdraw from the age-changing events that surround you. No more than a few days rest will be obtainable at a time, as you are continually, unavoidably, threaded into the most important parts of the Pattern.

The Gholam (+300 CP) - A Gholam has been sent to kill you, though that doesn't mean it won't be happy to kill others along the way. Its complete immunity to the one power extends to any other esoteric magic, or magic-like abilities that you may have, and it's extreme resistance to weaponry extends to whatever weird devices you are packing. If you manage to trap or kill the gholam, a new one will be after you a year later, and it will have all the knowledge of how you stopped the previous gholam(s).

Bubbles of Evil (+300 CP) - The influence of the Dark One regularly bubbles up around you, influencing the world around you in ways that are deadly and unpredictable. This can include things like your reflection coming out of a mirror to kill you, objects coming to life, and the air turning toxic. A larger list is found here, but none of the ones you encounter will be guaranteed fatal (to you). Whatever the case, they will happen once a week, on average, in your immediate vicinity. Only one a month will be dangerous to those nearby, while at least one a year will be very dangerous to you, specifically.

You're (Not) The Dragon Reborn (+300 CP; cannot be False Dragon background; requires Until The End toggle) - The signs and prophecies all point to you being the Dragon Reborn, and everyone will believe that to be the case without really compelling evidence to the contrary. (For this purpose, being a woman does not count as compelling evidence). People will interpret your actions to fulfill the prophecies of the Dragon, no matter how much they have to stretch the interpretations. If you fail to set the world on the path to defeat the Dark One (with the *real* Dragon Reborn), you had best have some way of defeating a conceptual, god-level evil that exists outside of time.

Only one among you and your companions may choose this drawback.

Paranoia (+300; False Dragon background only) - Regardless of what perks and abilities you have, the madness manifests in you in very troubling ways. You may be able to stave off full insanity, and thus your loss condition, but by the end of things even the slightest disagreement will seem like betrayal, a sudden movement toward you will seem like a surprise attack. You will see so many that are not there, whispering to you constantly. You can be sure you will have caused the death of many would-be allies by the end of things.

The End

First, the binding of the three oaths, and any madness you may have accrued, is removed at the end of the jump. If you are a male channeler, in future jumps, the One Power is no longer tainted (whether or not it was purified in this world).

So… Stay, Go Home, or Move On?

CHANGELOG

V1.1: Jump grants you +300CP that can't be used on One Power strength or Affinities. Added False Dragon background and perks, and changes necessary due to there being male channelers. Reformatted jump to a slightly smaller page size. Added more images & links. Dissipation Ter'angreal clarified. White Tower 'item' added, including an option to import a variant of the whole organization. Added Well ter'angreal, and Paralis-net. Gender-Bender toggle added. Bubbles of Evil drawback made less absurdly deadly. Stay through canon toggle added. Added in companions. Paranoia drawback added.

V1.2: Gholam drawback tweaked. Some grammar/language changes. Tweaks to OC companion rules. No "below average" power levels allowed (mainly because it makes Warders a worse origin option). Warders can take all talents now, even if they cannot use them effectively. Armor ter'angreal added, and re-worked paralis-net into being more of a "build your own". Gave option to False Dragon jumper to remove the insanity loss condition, at the cost of also giving up the automatic insanity cure at the end of jump. Interesting trade-off, and could have cool narrative implications for a jumper's chain, that way.

V1.3:

- ITEMS: White tower 800 CP option includes 300 CP tower, too; White tower item includes membership in future jumps; Companions can now buy any item **except** the White Tower; Removed line that only one angreal can be used at once (this is explicitly not true). Angreal more powerful & more expensive. Added Oath Rod, The White Rod
- DRAWBACK CHANGES: Removed explicit chain fail from "Until the End" toggle. You're (Not) The Dragon Reborn now requires "Until The End" toggle, and explicit chain fail removed from that (since you have to make it through Tarmon Gai'don). Corrected that average time from Accepted to Aes Sedai is actually six years. Bubbles of Evil weakened slightly. Black Ajah, and There Is No Black Ajah requires starting in 978 NE. Extra line on Black Ajah.
- NEW DRAWBACKS: Premature Enunciation (False Dragon only), The Wheel Has Use Of You, Smoothing Skirts, Novice.
- PERKS: Added Foretelling talent.
- COMPANIONS: False Dragons (like Aes Sedai) can now take a OC Warder companion for free if they figure out how to bond one.
- OTHER: More accurate Aes Sedai starting ages. Starting age affected by power. Noted that greater power generally will let you pick up weaves more quickly. Clarified +300CP bonus is for everything in the doc after that point. You can now be from upper classes, or from direct royalty, for 100CP / 200CP respectively (under background section). Added a note on how some talents are cultivated.

Changes I decided against:

- Removing the restriction that Aes Sedai must choose Air or Water as one of their two affinities, and False Dragons must choose Fire or Earth. I think this is in keeping with canon. I did some searching and was unable to come up with a character whose affinities could not be represented by this system. Egwene, for example, has an affinity for Earth, but the rule allows you to choose Air and Earth, or Water and Earth, for her. (I think it's implied that she has all three of those, at least).
- A more generic lying talent/ability. I don't think it requires a perk to get practiced at obfuscation, and not all Aes Sedai ajahs do, or need to, lie to the same degree.
- Starting as the Amylrin/a sitter. The theme here is starting as a new sister, and that's too far outside of that theme. You can certainly work toward those positions, though.

Still TO-DO: More information/background on tower rivalries and politics.